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PREVIOUSLY IN DONALD DUCK & FRIENDS 354...

AFTER DEFUSING A PLOT BY THE VILLAINOUS ***ORGANIZATION***, ***DONALD DUCK*** IS READY TO TAKE SOME TIME OFF AND PUT HIS ***DOUBLE DUCK*** IDENTITY ON THE SHELF FOR A WHILE. HOWEVER, JUST AS HE'S ENJOYING A LEISURELY SHOPPING TRIP WITH ***DAISY***, OUR HERO IS ALERTED BY AGENCY CHIEF, ***JAY J***, THAT THE SINGLE BIGGEST THREAT TO THE AGENCY HAS ESCAPED FROM PRISON: ROGUE AGENT ***RED PRIMEROSE*** AKA DOUBLE DUCK'S FORMER PARTNER, ***KAY K***...

SHE'S STOLEN THE CYBERTEK ***UNIVERSAL KEY!***

GULP! THAT'S HORRIBLE! ...WAIT. WHAT *EXACTLY* IS A UNIVERSAL KEY?

IT'S A BINARY CODE DESIGNED TO HACK ***ANY*** COMPUTER MAINFRAME...

?

...BANKS, TELECOMMUNICATIONS, NATIONAL DEFENSE SYSTEMS. WHICH OF COURSE MEANS...

WHOEVER HAS IT COULD ***RULE*** THE WORLD!

SCARY!

LUCKILY FOR US, OUR AGENT BASED IN ***PARIS*** MANAGED TO ***RETRIEVE*** IT FROM THE BAD GUYS!

NOW IT'S JUST A MATTER OF BRINGING IT BACK!

"BRINGING IT BACK?" I DON'T UNDERSTAND...

WHY DON'T THEY JUST *E-MAIL* IT?

TOO *RISKY*. IT COULD BE *INTERCEPTED!*

THAT'S WHY YOU'RE GOING TO PARIS!

I WAS AFRAID YOU'D SAY THAT!

*"BUT THERE'S A BRIGHT SIDE TO IT, DOUBLE DUCK, YOU **WON'T** BE TRAVELING ALONE!"*

WELL, AT LEAST MR. JAY J'S PLAN WILL HELP GET ME OUT OF TROUBLE WITH DAISY!

313

BY BRINGING HER ALONG, IT'LL LOOK LIKE I'M JUST ON A *ROMANTIC WEEKEND* IN THE CITY OF LOVE!

NO ONE WILL SUSPECT I'M REALLY THERE ON A SECRET MISSION. PLUS, DAISY WILL BE SO EXCITED!

DAISY DUCK

313

HEH, HEH! SHE'LL *THROW* HERSELF AT ME WHEN I TELL HER!

OW!

SPLUMF

COOKING SALT 1 LB

THAT WAS FOR LYING TO ME AND LEAVING ME AT THE MALL!

BUT I...

TELL ME WHERE YOU WERE RIGHT NOW!

OKAY, OKAY! HERE'S THE TRUTH!

MIAMI AIRPORT

GULP!

PLANE TICKETS?!

FOR A WEEKEND IN *PARIS!*

I HAD TO RUN TO THE TRAVEL AGENCY AND PICK THEM UP! I WANTED IT TO BE A SURPRISE!

OH DONALD! AND I THOUGHT...

HOOOONEY! LET ME HUG YOU! ≠SMOOCH!≠ ≠SMOOCH!≠ ≠SMOOCH!≠

EASY! HEH, HEH!

WE NEED TO GO SHOPPING FOR THE TRIP *RIGHT AWAY!* SHOES, A NEW DRESS, A RIBBON, A...

ARGH!

TWO DAYS LATER...

MARVELOUS! I'VE NEVER SEEN A HOTEL SO LUXURIOUS!

IT'S THE BEST IN THE COUNTRY! ONLY THE CRÈME DE LA CRÈME STAY HERE!

lutetia

TAXI

1234 F

HOW DO YOU DO, *DOORKEEPER?* I AM MR. DONALD DUCK!

WELCOME, YOUR *EXCELLENCE!* THE *ROYALE SUITE* IS READY!

A SUITE? BUT *HOW* COULD YOU AFFORD IT?

UH...I POLISHED A LOT OF COINS! AND UNCLE SCROOGE PAID OFF THE *BACKLOG!*

REALLY THE AGENCY IS FOOTING THE BILL!

AND JUST SO YOU KNOW, IT'S "CONCIERGE," NOT "DOORKEEPER!"

DAISY, YOU KNOW I DON'T SPEAK SPANISH!

THIS IS *ALPHA1*: THE "MAILMAN" HAS ARRIVED!

ROGER THAT! THE OPERATION IS A *GO!*

THE NEXT DAY, LATE AFTERNOON...

THIS *WALKING TOUR* HAS BEEN WONDERFUL! I'LL NEVER FORGET IT!

NEITHER WILL MY *FEET!* NEXT TIME LET'S TAKE THE *SITTING TOUR!*

ALMOST 11AM! TIME TO LEAVE FOR MY APPOINTMENT!

10:54

RUMBLE 15

RETIRE ANOTHER D...

LET'S GO TO *MONTMARTRE!* THERE'S A FLEA MARKET THERE!

WOW! I ADORE FLEA MARKETS!

M

AND...

LOOK HOW MANY CUTE, LITTLE THINGS THEY HAVE! I WISH I COULD BUY THEM ALL!

WHAT'S THAT? OH, YES... CUTE THINGS.

THE AGENT D DAHLIA IS SUPPOSED TO MAKE CONTACT WITH ME HERE!

5$

HE'S TO BE WEARING A YELLOW SCARF!

BONJOUR, MADEMOISELLE! MAY I?

ACCEPT THIS *LITTLE PRESENT* FOR YOUR GREAT *BEAUTY!*

OH, THANK YOU! YOU'RE VERY KIND!

THAT'S HIM! AND HE WANTS ME TO FOLLOW HIM!

EM...DO YOU MIND IF I LOOK AROUND A BIT?

GO ON, DEAR! I'LL BE HERE!

HERE'S THE KEY, DOUBLE DUCK!

THANKS, I'LL TAKE GOOD CARE OF IT.

DON'T WORRY, MY FRIEND! WE'LL TAKE CARE OF IT FOR YOU!

GASP! AGENTS FROM THE ORGANIZATION!

?!

YOU'LL HAVE TO CATCH ME *FIRST!*

URGH!

GET HIM, QUICK!

I'M ON IT!

GULP! IF THEY CATCH ME I'M DONE FOR!

HEY! WHICH WAY DID HE GO?

WHERE'S THE DUCK?

GRRR! HE MANAGED TO GET AWAY!

SKREEE

SBAM

CALLING ALPHA1! GO TO PLAN B!

HEH, HEH! THE OLD TRICKS ALWAYS WORK!

BUT NOW I CAN'T GO BACK TO *DAISY!* I'D PUT HER IN *DANGER!*

"I'LL TAKE THE LONG WAY AND GET STRAIGHT BACK TO THE HOTEL ON MY OWN TO MAKE SURE I'M NOT FOLLOWED."

A 2 HOUR TRIP CONSISTING OF THREE DIFFERENT TAXIS, 7 METRO TRAINS, A RICKSHAW AND A PIGGY-BACK RIDE; THERE'S *NO WAY* ANYBODY FOLLOWED ME HERE!

DAISY MUST BE BACK BY NOW AND SHE'S GOING TO BE FURIOUS!

I NEED A *PLAUSIBLE* EXCUSE... LIKE AN ALIEN ABDUCTION OR SOMETHING-

Suite Royale

=GULP!= WHAT HAPPENED HERE? IT LOOKS LIKE A TORNADO STRUCK!

I'LL CALL THE-- HUH?

DRIIIIN

WE'VE TAKEN THE GIRL! LISTEN CAREFULLY IF YOU WANT TO SEE HER AGAIN!

BRING IN THE DISC AND MEET US IN AN HOUR UNDER THE *ARC DE TRIOMPHE!*

=GASP!=

I'LL BE THERE!

YOU BETTER BE... FOR HER SAKE!

CLICK

GULP!
NOW WHAT? IF I GIVE THEM THE KEY I BETRAY THE AGENCY...

CLUNK

...BUT IT'S THE ONLY WAY TO SAVE DAISY! SO I HAVE NO CHOICE!

THE CHAMPS-ELYSEES, 58 MINUTES LATER...

I'M EARLY JUST TO BE SAFE! I HOPE THOSE THUGS WILL BE PUNCTUAL!

SKREEEEEEEEE

GET IN, QUICK!

WHERE'S DAISY? WHAT'VE YOU DONE TO HER?

RELAX! YOUR GIRLFRIEND IS FINE... *FOR NOW!*

HERE'S THE KEY! NOW WHERE IS SHE?

ALL IN GOOD TIME! HOW DO WE KNOW IT'S THE RIGHT ONE?

YOU COULD'VE *REPLACED* THE DISC!

I WOULD NEVER RISK DAISY'S LIFE!

XXX

I BELIEVE YOU, DUCK! BUT I *BETTER* CHECK!

HEH, HEH!

?

WAIT HERE! THEN PROCEED TO MY MARK!

GOTCHA!

WHAT'S GOING ON? AND *WHAT* IS THIS PLACE?

IT'S A *QUIET* SPOT AWAY FROM *SPYING EYES!!*

VROOO

THE IDEAL SPOT TO DO OUR JOB!

WAIT A SECOND, THIS ISN'T WHAT WE AGREED ON...

GEE, THE BAD GUYS FROM THE EVIL SPY ORGANIZATION WENT BACK ON THEIR WORD. SURPRISED?

NOW THAT WE HAVE THE KEY, IT'S LIGHTS OUT FOR Y--

TUDD

OUCH!

OOOF!

KAY K!

HI, *DD!* NICE TO SEE YOU AGAIN!

WHY DID YOU HELP ME? YOU'RE WITH THEM!

THAT'S WHAT EVERYBODY'S ***SUPPOSED*** TO BELIEVE!

I ACTUALLY WORK FOR THE AGENCY!

EEEH?!

THEN YOUR ESCAPE FROM PRISON...

IT WAS ALL A SHOW TO BUILD MY CREDIBILITY SO I'D BE ABLE TO JOIN THE *ORGANIZATION!*

THE *BIG BOSS* HIMSELF ORCHESTRATED THIS OPERATION! HE'S THE ONLY ONE THAT KNOWS ABOUT IT!

THEN MR. JAY J ISN'T IN ON THIS, *EITHER!*

WAS STEALING THE KEY A FAKE, *TOO?*

YES! I WAS ORDERED TO DO THAT BY THE ORGANIZATION IN ORDER TO PROVE MYSELF!

BUT THEN I MADE IT POSSIBLE FOR AGENT D DAHLIA TO RETRIEVE IT!

BUT HOW DID THOSE THUGS KNOW WHERE I WOULD MEET THE AGENT?

VROOOM

THEY *DIDN'T* KNOW! THEY'VE BEEN FOLLOWING YOU SINCE YOU LANDED.

I ONLY LEARNED ABOUT IT BY INTERCEPTING A PHONE CALL!

AND YOU CAME TO HELP! BUT NOW THEY HAVE DAISY *AND* THE DISC!

WE'VE GOT TO SAVE HER! WHERE IS SHE?

THEY DIDN'T SAY! BUT I HAVE A GUESS!

"THE ORGANIZATION'S PARIS HEADQUARTERS!"

THE DISC MUST BE HERE, TOO! WE'LL *RECOVER* IT AND WE'LL *FREE* YOUR GIRLFRIEND!

THE PLACE LOOKS LIKE A *FORTRESS!* HOW ARE WE GOING TO GET IN?

WATCH AND LEARN, DD.

BIP

CLUNK

FRUSH FRUSH FRUSH

?

VOILA! HOW DO I LOOK?

=GULP!= IS THAT REALLY YOU, KAY K?!

HOW'D YOU GET IN THAT GETUP SO FAST?

TRADE SECRET! MAYBE I'LL TEACH YOU ONE DAY!

NOW FOLLOW ME! THE SHOW'S ON!

WHAT DO YOU MEAN "THE SHOW?"

ALL RIGHT, LET'S TRY AND LAUNCH THE PROGRAM CONTAINED IN THE DISC—OH?!

FRRRRR

IT'S THE INTERCOM! WHO COULD IT BE?

PRETEND TO BE SCARED!

I-I DON'T NEED TO PRETEND!

TRRRRR

GRAB

IT'S *BRODSKJI!* HE'S GOT THE DUCK!

THEY TOOK THE BAIT!

WHY DID HE COME HERE? THOSE WEREN'T THE ORDERS!

TAKE ME TO THE *BOSS!* I NEED TO SPEAK WITH HIM RIGHT AWAY!

BUT I THOUGHT THAT--->*KOFF!*<

SWEET DREAMS, BABY BOY!

PFFFT

BRODSKJI, ARE YOU MAD? WHY ARE YOU POINTING THAT GUN AT ME?

BECAUSE I WANT YOU TO PUT YOUR HANDS UP! DD, GET THE DISC!

WITH PLEASURE!

THIS IS THE ONE! I RECOGNIZE IT!

FFFFFF

THERE'S A CELL IN THE BASEMENT! THAT'S PROBABLY WHERE THEY'RE HOLDING DAISY!

LET'S GO SAVE HER. COME ON!

YOU GO AHEAD! I'LL HANDLE THESE TWO AND CATCH UP!

DAISY! DON'T BE AFRAID, I'M HERE!

DOUBLE DUCK?!

D DAHLIA?! WHERE'S DAISY?

THE GIRL? I HAVEN'T SEEN HER!

OH NO! THEY MUST HAVE HER SOMEWHERE ELSE!

>GULP!< KAY K HAS LEFT!

WHO LEFT?

ER...NOBODY! LET'S GET OUT OF HERE!

WE BETTER SPLIT UP, JUST TO BE SAFE. GOOD LUCK!

WAIT, DON'T...

HE ABANDONED ME, TOO!

WHAT AM I GONNA DO NOW?

"MAYBE IT'S BEST TO GO BACK TO THE HOTEL AND THINK THINGS OVER!"

I NEED TO FIND OUT IF THE ORGANIZATION HAS OTHER BASES IN TOWN! I SUPPOSE I COULD ASK MR. JAY J!

DAISY?! WHAT ARE YOU--??

DON'T SAY IT! YOU'RE RIGHT! I'M SORRY! I SHOULD'VE WAITED FOR YOU AT THE MARKET!

INSTEAD I WENT TO TAKE A LOOK AROUND AND THEN I COULDN'T FIND YOU SO I DECIDED TO *COME BACK* ON MY OWN!

BUT *WHEN?* I WAS HERE THREE HOURS AGO AND YOU WEREN'T!

BUT I WAS! I THOUGHT I'D TRY THE HOTEL'S *SALON DE BEAUTE*...

?!

"...AND ENJOY THEIR COMFORT PACKAGE, *COMPLIMENTS* OF THE HOTEL!"

BUT THEY LEFT OUR SUITE A COMPLETE *MESS!* AND NOW I'M GOING TO COMPLAIN ABOUT IT!

THE FREE COMFORT PACKAGE WAS TO KEEP DAISY BUSY...

TAK

TAK

...SO THEY COULD HAVE TIME TO TURN THE ROOM OVER AND MAKE ME BELIEVE THEY KIDNAP-- *≥ULP!≤*

YOUR LADY IS JUST FINE, I SEE!

≥GRUNT!≤ YOU COULD'VE TOLD ME YOU HAD TO GO!

DON'T BE MAD. I HAD URGENT MATTERS TO TEND TO!

AND AMONG THOSE I MADE MY "ASSOCIATES" BELIEVE THAT YOU LEFT FRANCE ALREADY!

YOU MEAN WE'RE FINALLY SAFE? THANK GOODNESS!

ACTUALLY...I JUST FOUND OUT SOMEBODY ELSE IS TRYING TO *KILL YOU!*

TO BE CONTINUED

LET'S GET DANGEROUS!

He is the terror that flaps in the night! He is the banemes that aren't forgotten! He is DARKWING DUCK! And he's back...in comic form!

This June sees the return of the masked mallard in DARKWING DUCK: THE DUCK KNIGHT RETURNS #1! The daring duck of mystery hasn't been seen in the city for over a year, and a massive conglomerate, Quackwerks, has taken over all aspects of life in Darkwing's beloved St. Canard. However, this huge corporation isn't all flowers and sunshine, and the shadowy figure pulling its strings has ill intentions for Darkwing's stomping grounds...which can only be thwarted by Drake Mallard once again taking up the cape and cowl!

What's more, the fan response to our Darkwing Duck four-issue mini-series has been so overwhelming, and we're having so much darn fun, that we've decided to keep going! Your eyes do not deceive you...although THE DUCK KNIGHT RETURNS ends in September with issue #4, October sees the release of... DARKWING DUCK #5! That's right, Disney fans, the champion of right, the purple powerhouse, is now officially starring in an ongoing series, and we're pulling out all the stops!

Ian Brill and James Silvani will be chronicling the masked mallard's monthly misadventures, and we'll be kicking things off with the return of Darkwing's greatest nemesis...but this time, he just might be bringing along a little help from elsewhere in Disney's duckverse!

As if that weren't enough, the DuckTales stories that begin in UNCLE SCROOGE #392 will continue through issue #399...with some very secret, VERY special plans for Scrooge's milestone 400th issue...but that's an editorial for another day.

The best is yet to come!

- Aaron Sparrow, Editor

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BIG BOLD BOOM!

WRITER OF THE MONTH: PATRICK STORCK

So you've worked on two MUPPET titles so far; MUPPET KING ARTHUR with Paul Benjamin, and MUPPET SNOW WHITE with Jesse Blaze Snider. Now you're taking the lead on the upcoming MUPPET SHERLOCK HOLMES. Does it feel like you're now working without a net?

There's still the rest of editorial as well as the rest of the Muppet team, and Amy has been fantastic in sharing ideas and collaborating, so I think we can leave the net-less stunts to Gonzo.

Who's your favorite Muppet to write?

It's a three way tie. Fozzie is the old shtick - Vaudeville, puns, jokes in their purest and most basic form. Gonzo is the only surreal and dangerous one. Some of my favorite jokes don't make sense, and the Great Whatever is a perfect outlet. Finally, Pepe is to me the character that gets on the funniest lines. He doesn't know are funny. He often seems to be the voice of the reader, with his questions and exposition, but in such a fun and meta way. Like Hurley on LOST.

The Muppets haven't had a regular television show in many years. What do you think keeps them so popular?

The humor is timeless, not relying on just current trends or references like so much comedy always has. With slapstick, wordplay, imagination, and general mayhem it's completely entertaining for kids, but the wit and depth of the gags and characters keeps bringing people back as they grow up. And they get to share it with their kids!

What can we expect to see in MUPPET SHERLOCK HOLMES?

Spectacle, fantasy, crooks and cops and Miami, Mystery, and catastrophe! And of course derring-do and comedy. Each issue will be a stand-alone take on one of the original short Holmes stories, though we will be interlacing later episodes a bit more than Doyle originally did. That hack. Sorry, what I meant to say was... I'm fired? What?

Any other Disney Pixar or Muppet project you're dying to write?

Tons! It's a pipe dream (or Inter-Tubes I suppose) but Muppet TRON would be total nerd joy for me. I've got a bunch of ideas for PIXAR stuff, INCREDIBLES, FINDING NEMO, BUGS LIFE... I love everything they do! If they wanted to do twelve issues of GERI'S GAME I would jump on it!

-Patrick Storck

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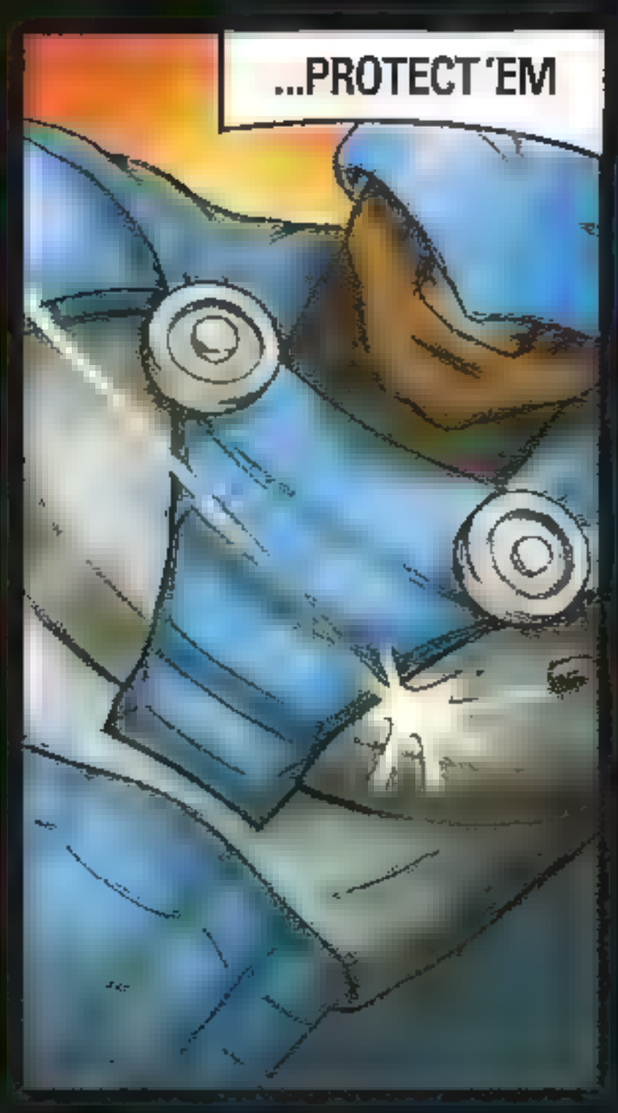

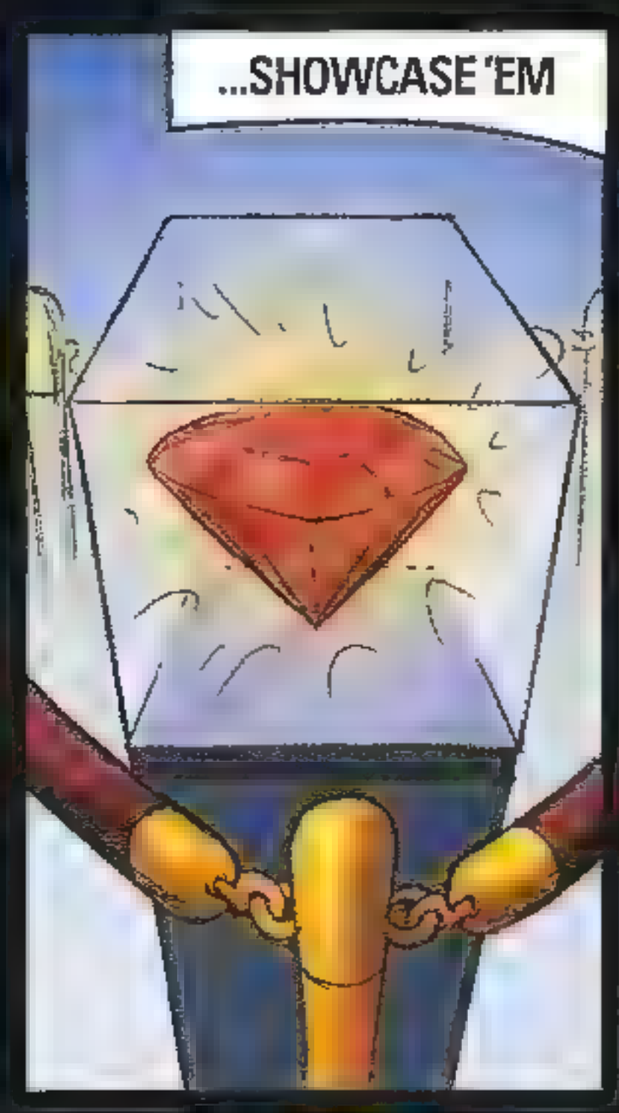

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